

# CHAOS SORCERER LORD

## ON MANTICORE

The binding magic of a Sorcerer Lord can break the will of even a mighty Manticore. Upon such a mount they plunge headlong into the foe, summoning gales of dark energy as the Manticore tears the enemy asunder.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sorcerous Reaping Staff	2"	3	3+	3+	-1	D3
Honed Fangs and Claws	1"	5	3+	☀	-1	2
Shredding Tail	3"	☀	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Honed Fangs and Claws	Shredding Tail
0-2	12"	1+	5
3-4	10"	2+	4
5-7	8"	3+	3
8-9	6"	4+	2
10+	6"	5+	1

### DESCRIPTION

A Chaos Sorcerer Lord on Manticore is a single model armed with a Sorcerous Reaping Staff.

**FLY:** This model can fly.

**MOUNT:** This model's Manticore attacks with its Honed Fangs and Claws and Shredding Tail.

**MARK OF CHAOS:** When you select this model to be part of your army, you must give it one of the following Mark of Chaos keywords: **TZEENTCH**, **NURGLE**, **SLAANESH** or **UNDIVIDED**.

### ABILITIES

**Oracular Visions:** *A sorcerer can temporarily bestow the gift of foresight upon their allies, helping them ward against oncoming enemy blows.*

In your hero phase, you can pick 1 friendly **MORTAL SLAVES TO DARKNESS** unit wholly within 12" of this model. If you do so, you can re-roll save rolls for attacks that target that unit until your next hero phase.

**Territorial Predator:** *Any who stray into the territory of a Manticore are as good as dead, especially larger creatures that can be seen as a potential rival.*

You can re-roll hit rolls for attacks made with this model's Honed Fangs and Claws if the target is a **MONSTER**.

### MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Wind of Chaos spells.

**Wind of Chaos:** *The sorcerer summons the raw power of Chaos and sends a vortex of fell energies screaming across the battlefield.*

Winds of Chaos has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. Roll a number of dice equal to the number of models in that unit. For each 5, that unit suffers 1 mortal wound. For each 6, that unit suffers D3 mortal wounds.

### KEYWORDS

CHAOS, MORTAL, MANTICORE, SLAVES TO DARKNESS, MARK OF CHAOS, EYE OF THE GODS, MONSTER, HERO, WIZARD, CHAOS SORCERER LORD